DUNGEON SIEGE

THRONE OF AGONY

TEEN
T
CONTENT RATED BY ESRB

SUPERVILLAIN STUDIOS

2K

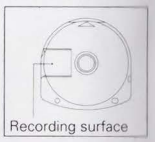
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

• When operating the unit, play in a well-lit room and keep a safe distance from the screen. • Avoid prolonged use of the console. Take a break of about 15 minutes during every hour of play. • Do not use the console when you are tired or short of sleep. • When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the console immediately if you experience any of the following symptoms. If the condition persists, consult a doctor. • Lightheadedness, nausea, or a sensation similar to motion sickness. • Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

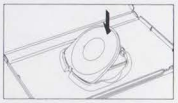
Use and handling precautions

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. • Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.


Recording surface

Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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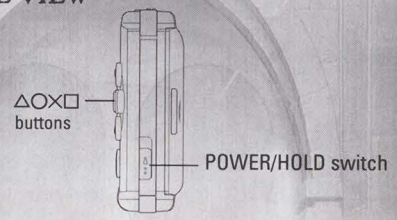
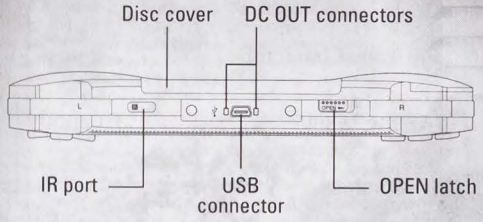
GETTING STARTED

RIGHT SIDE VIEW



FRONT VIEW



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT DUNGEON SIEGE® THRONE OF AGONY™ disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP® to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

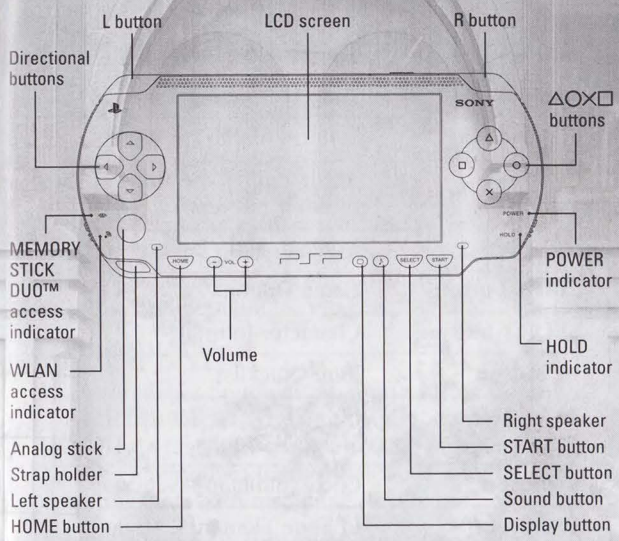
MEMORY STICK DUO™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

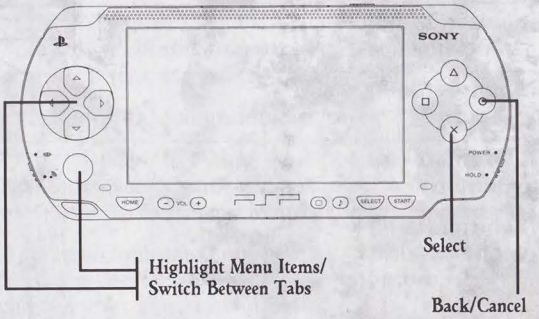
STARTING UP

PSP® (PlayStation®Portable) system configuration



BASIC CONTROLS

MENU AND JOURNAL CONTORLS



GAME CONTROLS

Analog stick	Move Character
× button	Attack (Mash for Speed / Hold for Power)
□ button	Use/Talk/Loot
△ button	Perform Ability (Assignable)
○ button	Perform Ability (Assignable)
R button	ALT (Modifies the functionality of other buttons)
L button	Drink Healing Potion
START button	Game Options
SELECT button	Character Journal
➡ button	Item Quicklist
⬅ button	Swap between Ranged and Melee Weapons
⬆ button	Cycle Minimap Position
⬇ button	Change Elemental Mode (Allister Only)
R button (hold) + L button	Drink Mana Potion
R button (hold) + × button	Perform Ability (Assignable)
R button (hold) + ○ button	Perform Ability (Assignable)
R button (hold) + □ button	Perform Ability (Assignable)
R button (hold) + △ button	Perform Ability (Assignable)
R button (hold) + ➡ button	Trade Items (Multiplayer only)

MAIN MENU

NEW GAME

If you wish to embark upon a new journey into Aranna, select "New Game" from the Main Menu. You will be presented with a choice between creating a new character and or selecting a previously-created one.

LOAD GAME

Selecting the "Load Game" option from the Main Menu presents you with a selection of previously saved games to choose between. Selecting one will load that particular game and character, allowing you to continue playing from where you last left off.

MULTIPLAYER

This Multiplayer option allows you to Host or Join a game with a friend. **NOTE**: All players do not all have to be present at the start of the game – dynamic joining and leaving has been supported to provide players with maximum flexibility.

Dungeon Siege®: Throne of Agony™ supports two players in Ad Hoc Mode for the PSP® system. Connect with another player and join the party in an adventure through the Broken Lands!

STARTING A MULTIPLAYER GAME

- At the **Main Menu** screen, select **Multi-Player**.
- At the **New Game** screen, **Create** a new character or **Select** from an existing character (a saved character must already exist).
- Choose a **Character** and a **Follower**.
- At the **Multiplayer Menu** a list of active servers will be available for selection. Select a server and press **the × button** to join the game.
- If no servers are active you may start one by pressing **the □ button** to **Host** your own game that another player may join.

Join
Select an active game from the List of Game Servers and press **the ✕ button** to join. The game will automatically begin.

Host
Press **the □ button** to begin a game server that another player can join.

Refresh
If no games appear on the **List of Game Servers** press **the △ button** to refresh the list; any recently started games will then appear in the list.

Cancel
Return back to the previous screen.

Save
Any time after the game begins it may be saved by pressing **the START button** and selecting the **Save** option.

CREDITS

Select this option to view the **Dungeon Siege®: The Throne of Agony™** credits.

BACKGROUND

In Aranna, three strangers are inexorably drawn north. Each travels alone, on a personal crusade, willing to risk their life to reach the desolate northern wastelands. Some journey to save their race; others to reclaim their soul - but none can explain what pulls them north. They only know that, regardless of their separate plights, the answers they seek lie to the north.

Unbeknownst to them, their personal journeys will pull them into a war that will answer questions about the true nature of the ancient Agallan race and why they disappeared from the land thousands of years ago…questions whose answers may break the world in ways the Cataclysm could only begin.

For the player, the story begins on the southern shores beyond the Northern Reaches…beyond all that they have known. Few have dared to venture into these hostile lands and fewer still have returned.

CREATING YOUR CHARACTER

Three powerful adventurers are available for you to choose from; each with their own rich history and unique powers and abilities.

MOGRIM -
THE HALF-GIANT WARLORD

Mogrim is a hulking Half-Giant Warlord capable of wielding massive weapons that deliver terrific amounts of damage to an enemy.

His people, the Half-Giants, know nothing of their history or lineage except a vague sense of having been banished; and a firm belief that their only salvation lies in returning to their lost ancestors. Mogrim believes that salvation lies in the Broken Lands and he will stop at nothing to reach his goal.

ADVANTAGES

Mogrim possesses incredible size and strength as well as ancient Rune Powers passed down from unknown ancestors.

STARTING ABILITIES

- **Cleaving Attack:** A sweeping attack that damages enemies in an arc.
- **Survival:** Passively improves the character's health regeneration rate and chance to find bonus gold or magic items.

ALLISTER-
THE BATTLE MAGE OF THE TENTH LEGION

Allister is a Human Battle Mage with the training to wield any weapon and the power to command awesome magical forces.

He travels to the Broken Lands in search of his lost love, Sedara; even though it means deserting his post with the Tenth Legion who will undoubtedly hunt him down for his transgression.

ADVANTAGES

Trained as a Battle Mage by the legendary Tenth Legion, Allister is well versed in all forms of Combat Magic.

ELEMENTAL MODES

As Allister unlocks the various Elemental Mastery skills, he gains the ability to switch his focus from one energy type to another by pressing **the ↓ button**. Most spells have different effects based on which Elemental Mode he is in when he casts them. By mastering all of these modes, Allister can gain incredible versatility by dynamically switching between elements to gain advantages over the monsters he encounters.

The Elemental Modes include Fire, Frost, Lightning, Arcane, and Death. Only Fire is available at the start of the game.

STARTING ABILITIES

- **Fire Blast:** Hurls a blazing projectile that explodes on impact.
- **Fire Mastery:** Enables the Fire elemental mode and increases the damage of every fire spell.

SERIN-
THE ELVEN SHADOW STALKER

Serin is one of the Elic'tar, or Shadow Elves. She was blinded during the Second Cataclysm, but has since adapted her powers to allow her to see in other ways.

Unlike the rest of her race, Serin still receives prophetic visions as her people did before the Cataclysm. Tragically, her visions are dark and maddening. She has traveled to the Broken Lands to find an answer to her dark visions...before they drive her mad.

ADVANTAGES

Although blind, Serin has mastered the use of special Vision Modes and can perform deadly attacks with dual weapons. The fastest character in the game, Serin typically combines her mobility with powerful offensive strikes to create a hit-and-run attack style. Using her other heightened senses, she has mastered the bow and is equally capable of defeating enemies at close or long range.

STARTING ABILITIES

- **Blink Attack:** Quickly teleports right next to an enemy and launches a surprise attack.
- **Dual Wield:** Allows two single-handed melee weapons to be wielded at the same time and improves the character's damage output while doing so.

IN-GAME DISPLAY

CHARACTER PORTRAIT

The Character Portrait located in the top-left corner of the screen displays your character's current status. The top bar (Green) is for Health, the bottom bar (Blue) is for Mana, and the middle bar (Purple) is for Experience Points.

Additionally, small icons will sometimes appear to the right of the Character Portrait to indicate temporary bonuses, also known as "buffs", from items or abilities.

FOLLOWER PORTRAIT

Located just below the Character Portrait, the Follower Portrait reflects the state of the currently summoned follower.

TARGET

The currently targeted enemy has its information displayed at the bottom-center part of the screen. In addition to the Target's name and health bar, its difficulty level is also displayed. This difficulty level can be compared against the character's current level in order to gauge how difficult it will be to defeat.

GOLD & POTIONS

As gold and potions are picked up, corresponding icons appear briefly in the top-right corner of the screen to indicate the character's current totals.

MINIMAP

Although the Minimap is capable of switching between multiple locations and modes, it starts out in the bottom-right corner of the screen.

LOOT LIST

Whenever Loot Bags or Chests are opened, their contents are displayed in the Loot List in the bottom-left corner of the screen.

COMBAT

ATTACKING

Press **the ✕ button** to swing your weapon. If no weapons have been equipped, the character will still swing with their bare fists, but you'll always want to make sure to equip the most powerful weapon that you can find. Aranna is a dangerous place and being ill-prepared is akin to asking for death...

MASH VS. HOLD

How you press **the ✕ button** has an affect on combat. When tapping the **the ✕ button** repeatedly, your character attacks much faster than normal and deals slightly less damage per hit. However, if you hold down **the ✕ button**, your character will perform a measured series of attacks that are slower and more powerful.

HEALING

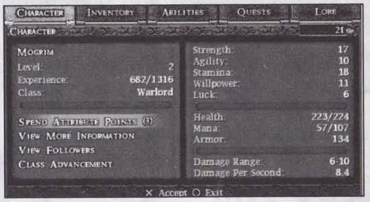
It is often necessary to find a source of healing during combat. Drinking a Healing Potion is typically the most convenient option for adventurers, but they can also choose to visit a Healer in town. Press **the L button** to consume a health potion. It is important to note that both the character and the active Follower benefit from the magical properties of potions.

USING ABILITIES

Abilities are fueled by Mana and range in form from fiery projectiles to noxious clouds of gas. Make sure to keep an eye on the blue Mana bar next to your character's portrait, lest you run out at a critical time in combat. Typically, the higher rank an Ability is, the more Mana it consumes. Hold **the R button** and press **the L button** to drink a Mana Potion.

CHARACTER SCREEN

The Character Screen can be entered at any time during gameplay by pressing Select.



CHARACTER STATS

Several important statistics (or "stats") are displayed on this screen for easy viewing. Additional stats can be viewed by selecting the View More Information option.

Health: The character's hit points. Run out of this and your adventures will end prematurely.

Mana: The character's energy points. Run out of this and you won't be able to use any more abilities.

Armor: This measures the character's level of protection against physical attacks.

Damage Range: The total amount of damage that the character deals with each attack, including all bonuses.

Attack Speed: The speed at which the character can attack with his or her current weapon.

Damage Per Second (DPS): This stat boils all weapon damage, bonuses, and attack speed down into a single comparable number. Compare this number before and after you equip different weapons to see which one is best.

Attack Power: This indicates how powerful the character is with different types of attacks.

Defense: The character's defensive rating. This affects how often enemies can cause critical hits.

Shield Block: The character's chance to partially block an opponent's melee attack and reduce its damage.

Parry: The character's chance to fully negate an enemy's melee attack. A melee weapon must be equipped in order to be able to parry.

Dodge: The character's chance to completely avoid any attack.

To Hit: The chance to successfully strike an opponent.

Critical Hit: The chance to cause a critical hit against an opponent.

Ability Critical Hit: The chance to cause a critical hit with an Ability.

Resistances: There are five types of Resistances – Arcane, Fire, Frost, Lightning, and Death. The greater these numbers are the more damage will be reduced from attacks of these types.

ATTRIBUTES & ABILITIES

ATTRIBUTES

Attributes represent the physical and mental capabilities of the character. There are five Attributes – Strength, Agility, Stamina, Willpower, and Luck.

- **Strength:** Increases Melee Attack Power, Carrying Capacity, and how much damage shields can Block.
- **Agility:** Increases Armor, chance to Dodge attacks, and Ranged Attack Power.
- **Stamina:** Increases maximum Hit Points and the rate of both Health and Mana Regeneration.
- **Willpower:** Increases maximum Mana, Magic Attack Power, and resistances to Fire, Frost, and Lightning.
- **Luck:** Increases Defense, Critical Hit Chance, and the chance to find Gold and Magic Items.

ABILITIES

Abilities represent the various actions, spells, and heroic feats that the character knows how to perform. They are "active" in nature, meaning that players must press a button for them to go into effect.

There are six possible Ability buttons that can be assigned:

- **the ○ button**
- **the △ button**
- **R button + the ○ button**
- **R button + the □ button**
- **R button + the △ button**
- **R button + the ✕ button**

To map an Ability to one of these buttons, first press the **SELECT button**, then shift to the Ability Tab, highlight the desired Ability, and press **the △ button**.

SKILLS

Skills are a type of Ability that represent the passive knowledge and expertise that characters gain throughout their travels. They are almost exclusively "passive" in nature, meaning that Skills are always in effect behind the scenes and does not need to be specifically activated or deactivated by players to function.

CHARACTER ADVANCEMENT

As characters travel throughout the dangerous world of Aranna, they are bound to encounter fierce monsters and challenging obstacles. With each monster slain and each quest completed, characters gain Experience Points. These Experience Points accumulate and whenever certain thresholds are reached, the character advances a Level.

You can tell when a character has advanced a Level and has points to spend by the icon of a blue "plus" that appears on his portrait.

IMPROVING ATTRIBUTES

Each time a character gains a Level, their Attributes automatically increase along a preset progression path.

- **Mogrim:** Gains 2 Strength, 1 Agility, 2 Stamina, .5 Willpower, and .5 Luck each level.
- **Allister:** Gains .5 Strength, 1.5 Agility, 1 Stamina, 2 Willpower, and 1 Luck each level.
- **Serin:** Gains 1 Strength, 2 Agility, .5 Stamina, .5 Willpower, and 2 Luck each level.

BONUS ATTRIBUTE POINTS

Each character is also awarded three assignable Attribute points each Level to allow players to customize their progression. Press **the SELECT button** and choose "Spend Attribute Points" to assign these bonus points.

UNLOCKING ABILITIES

The character's Abilities gradually unlock as they advance in Level. Additional Abilities also unlock after the character specializes into Hero and Legendary classes.

IMPROVING ABILITIES

With each new Level, characters are awarded three assignable Ability points that can be spent to improve any of their unlocked Abilities. Abilities can only be improved up to Rank 20 in this manner. Getting to Rank 30 requires the cunning use of additional magic items and enhancements!

CHANGING CLASS

HERO CLASSES

At Level 30, each character must choose to specialize into one of two possible Hero classes. As soon as this choice is made, an additional set of Abilities can be unlocked.

LEGENDARY CLASSES

At Level 60, each character may choose to specialize again – this time into one of two possible Legendary classes. As soon as this choice is made, an additional set of powerful new Abilities can be unlocked.

MAKING YOUR CHOICE

The choice of which Hero or Legendary class your character will switch to is permanent, so decide carefully. To gain more information about these advanced classes and make your final decision, press **the SELECT button** and choose the "Class Advancement" option.

FOLLOWERS

Followers represent the pets and companions of the player character. They follow their masters around, always staying within close proximity and fighting any enemies that they encounter to the best of their ability.

Although only one Follower can be in play at any given time, a total of five Followers can be acquired during the course of the game. Some will be unlocked at the start of the game, but others will have to be bought, convinced, or otherwise unlocked before they will join your party.

SUMMONING

Followers can be summoned by pressing **the SELECT button** and then choosing "View Followers." If a Follower is already in play when another gets summoned, it will unsummon automatically to make room for the new one.

ADVANCING

Followers gain experience points and advance in levels in the same manner that player characters do. However a trainer must be visited in one of the two towns – *Seahaven* or *Refuge Hall* – and paid a fee in order to increase Follower Abilities. While in play, Followers receive more experience than they do when they are unsummoned.

DEATH & REVIVAL

Whenever one of the character's companions dies it becomes represented on the ground by a Tombstone. Dead Followers receive no experience points and cannot be summoned again until they have been revived. To revive a dead Follower, either use a special **Ankh** item near the Follower's Tombstone or visit a **Healer** in town. Healers charge money but are able to revive all of a player's slain Followers, regardless of where they are located.

QUESTS

A wide variety of Quests can be performed in **Dungeon Siege®: Throne of Agony™**, ranging in flavor from slaying powerful beasts to rescuing trapped villagers. However, not all quests have to be completed – many are optional in nature and can be completed whenever you choose.

SUGGESTED LEVEL

A Suggested Level is specified for each Quest. This number precedes the name of each Quest and indicates the character level that it has been balanced for. Feel free to try to complete Quests that are higher level than your character – you might receive very powerful rewards for doing so. However, if a particular Quest proves to be too difficult for your character, there is no shame in going elsewhere and returning when your character is more powerful.

QUEST CHAINS

Many Quests are part of larger "Quest Chains." Each of these chains is a linked series of quests that must be completed in a particular order. You cannot obtain the later quests until you have completed the earlier ones.

QUEST REWARDS

With each Quest that they complete, characters will receive bonus Experience Points and Gold. The size of these bonuses is dependent on their Suggested

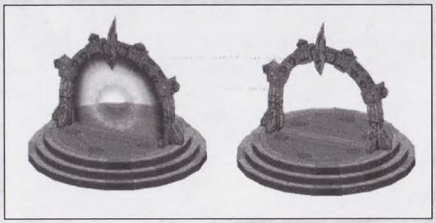
Level of the Quest, with more difficult ones granting larger bonuses. Likewise, if you are playing on Elite Mode, you will receive greater rewards.

Some Quests also grant items as part of their reward. In many cases, these items are extremely powerful and impossible to find elsewhere. The exact item that a Quest gives out as a reward differs depending on which character completed it and whether they were playing in Normal or Elite mode.

GETTING AROUND

TELEPORT PLATFORMS

Despite being hundreds, or even thousands, of years old, these series of crumbling, stone monuments remains standing, scattered across the Broken Lands. Legend tells of an ancient race of giants that originally created these structures and used them to teleport great distances in the blink of an eye. Ever since the recent Cataclysm, these monuments have begun glowing again and it is whispered that perhaps their great powers are able to be harnessed once again.



When a character first approaches a Teleport Platform, it becomes activated and available for use. Since only activated Teleport Platforms may be teleported *to* or *from*, be on the lookout for them as you explore the Broken Lands. Characters may use a Teleport Platform by simply approaching it, pressing **the □ button**, and then selecting a destination Platform.

TOWN PORTAL SCROLLS

Rare magical scrolls can be obtained that allow characters to teleport to a nearby town. These Town Portal Scrolls can be used through the Item Quicklist, by pressing **the ➡ button** to open the list and **the ✕ button** to select the scroll.

DUNGEON ENTRANCES

Entrance and exit points from Dungeons sometimes vary greatly in appearance. However, they are all surrounded by a glowing ring on the ground that indicates the area that you must step into to transition between levels. Once you enter the ring, hold **the □ button** down for a few seconds to change levels.

SAILING

BOAT

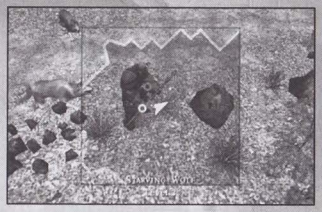
Many years ago, the Agallan Ocean was teeming with all manner of trading vessels and fishing boats. However, since the two cataclysms, the ocean has been largely abandoned and most knowledge of the northern waterways has been lost. The only craft that still dare to travel across the ocean are the ragged trading vessels that transport supplies back and forth between the small farming communities of the Broken Lands and the snow-covered kingdom of the Northern Reaches. However, if a seaworthy vessel could be found, it could greatly speed up a character's rate of travel.

DOCKS

Rickety old docks can sometimes be found throughout the northlands, where they serve as a lingering reminder of the once glorious empire that used to span these lands. Although these docks are old, they are well-built and remain functional to this day. As soon as a character has obtained a Boat, they may board or disembark from the end of any dock in the game by simply pressing **the □ button**.

FINDING YOUR WAY

MINIMAP



The Minimap gives you information about the surrounding area. Repeated presses of **the ⬆ button** will cycle through the three Minimap modes as well as hiding it completely. Special creatures or locations are indicated with icons.

Follower

Monster

Loot Bag

Treasure Chest

Berry Bush

NPC

Level Exit

NPC INDICATORS

Certain Non-Player Characters (NPCs) display special icons over their heads to help you identify them. Look for these icons to guide you to shopkeepers and quest-related characters.

New Quest

New Quest (Eventually)

Complete a Task/Quest

Complete a Task/Quest (Eventually)

Shopkeeper

Weapon Smith

Armor Smith

Crossover

CARTOGRAPHER'S MAP

Additionally, players can access a continent-level map of their travels by pressing **the START button** and selecting the "Cartographer's Map" option. This map indicates the explored/unexplored sections of the game world and can be used to help find your way between locations.

While traveling on the overland, **the ↑ button** that typically controls the Minimap modes instead acts as a shortcut for opening up the Cartographer's Map.

INTERACTIVE OBJECTS

NON-PLAYER CHARACTERS (NPCS)

You can speak with friendly NPCs by approaching them and pressing **the □ button**.

DOORS

Doors come in a wide variety of shapes and sizes, but all of them can be opened by pressing **the □ button**.

CHESTS & COFFERS

Treasure Chests tend to be hard to find, but are often full of valuable items. When you discover one, hold **the □ button** down for a few seconds to open it. Coffers are even rarer to find than Treasure Chests and will usually contain more powerful magical items.

ELEVATORS

Many different types of moving platforms can be found throughout the Broken Lands, and not all of them move vertically. Simply walking onto an Elevator's base will cause its platform to move to your location. As soon as you are onboard, press **the □ button** will cause the platform to begin moving.

BREAKABLE WALLS

Countless treasure troves and abandoned hoards are hidden throughout the Broken Lands. Many of these areas are concealed behind Breakable Walls with no visible door or other means of access. Whenever you notice one of these inaccessible areas, make sure to take a few hearty swings with a weapon against the wall and you may be surprised by what you find.

SECRET LOCATIONS

These areas are marked by special glowing indicators. There are only a handful of Secret Locations in the entire game, so keep an eye out for them wherever you go. When a Secret Location is discovered, the character that found it is rewarded a bonus in the form of gold and experience points.

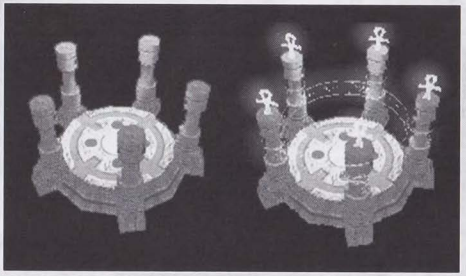
HAZARDS

Hazards come in many different forms, but all of them are extremely deadly. Fortunately, they also tend to be immediately recognizable, so be sure to avoid all of the spike traps, spinning blade columns, and giant fireball-spitting stone heads that you encounter.

INCANTATION SHRINES

Four ancient Shrines can be found in the Broken Lands. They seem to have been constructed as markers for important locations, but any true understanding of their significance has been lost in time. Each Shrine has a unique Greater Incantation that can only be performed at its specific location. A series of Lesser Chants can be performed at any of the four Shrines.

Each Shrine has limited power. A character may perform any one Incantation (or "Chant") at a powered Shrine by pressing **the ☐ button** and selecting the desired Incantation from the list. Once an Incantation has been successfully performed, the attached Shrine loses its power and cannot be used again for a short period of time.



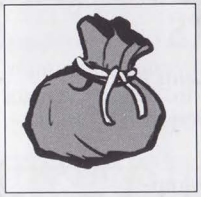
LOOT

As any seasoned adventurer will tell you, the best part of adventuring is slaying fiends and looting their treasure! Monsters can drop a wide range of goodies, but the general amount and level of quality of the loot is based off of the creature's level. Hunting the most powerful beasts will almost always yield the best items and the most gold!

GOLD

When a monster is slain, any gold that it was carrying drops off of its body and falls to the ground in little piles. To collect this gold, a character must simply walk onto it. A gold indicator in the top-right corner of the screen will then appear to show you how much gold you have amassed.

LOOT BAGS



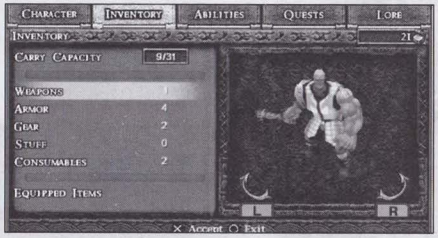
Items that drop from monsters are contained within Loot Bags. Each bag can contain one or more items, but you must open it to find out. To do this, maneuver your character close to the Loot Bag and press **the ☐ button** to open up the list of items that it contains.

Directional buttons ↑/↓	Highlight Items
× button	Take the highlighted item
□ button	Take all of the items
○ button	Close the Loot list
R button	Compare the highlighted item

INVENTORY

All manner of ancient relics and wondrous treasures can be found by adventurers who are bold enough, or sufficiently empty-headed, to brave Aranna's countless dungeons.

Whenever you pick up an item, it gets stored in your Inventory. Press **the SELECT button** and highlight the Inventory tab to view the items that you currently possess.



INVENTORY CONTROLS

Analog stick ↑/↓	Highlight Menu Items
Directional buttons ↑/↓	Highlight Menu Items
× button	Equip / Unequip
○ button	Back / Cancel
△ button	Destroy Item
R button	Rotates Character Model / Compares Items
SELECT button	Returns to Gameplay

ITEMS

Most items fall into one of two main categories – **Equippable or Consumable**.

CONSUMABLE ITEMS

Consumable items, like potions or scrolls, can be accessed in-game through the Item Quicklist (**➡ button**). To use one of these items, simply highlight it and press **the × button**.

EQUIPPABLE ITEMS

Most other items, such as Armor or Weapons, must be equipped from the Inventory Screen before they can be used. These items fill up a number of specific "Item Slots" that control how many items of each type can be equipped at the same time.

The list of Item Slots includes: Head, Body, Arm, Legs, Main Hand, Off Hand, Finger (2), Neck, Back, Belt, Wrist, and Trinket (2).

You can also compare an item in your inventory to the one that you currently have equipped, by highlighting it and holding down **the R button**.

CARRY CAPACITY

There is a limit to the number of items that you can carry at any given time. This limit is displayed in the Inventory Screen and can be increased by improving your Strength. To remove items from your inventory, you can either sell them to a Vendor or destroy them by pressing **the △ button**.

TRADING ITEMS

In Multiplayer, you can also Trade items with the other player's character. To do this, approach the character and hold down **the R button** at the same time as you press **the ➡ button**.

WEAPONS

Adventurers have the opportunity to "liberate" and wield a devastating array of weaponry during their journeys in Aranna. Typical instruments of war like Swords and Maces are common, but lucky adventurers might also find rare weapons like magical Rods or powerful Crossbows.

WEAPON TYPES

MELEE

Sword: Common but effective weapons. They receive a bonus to Parrying enemy attacks.

Axe: Slower and heavier than swords, Axes deal extra damage to targets.

Mace: Heavy bludgeoning weapons, Maces are capable of stunning enemies with blows to the head.

Dagger: Small and easily concealed, Daggers are effective at surprising targets. They receive a bonus to their damage multiplier whenever they inflict Critical Hits.

Polearm: The long reach of Polearms allows them to better capitalize on the weakness of an opponent. All Polearms gain a bonus to their chance of inflicting Critical Hits.

Staff: Magical weapons, Staves are very effective in close combat because of their weight and long reach.

RANGED

Bow: Bows have proven to be effective at piercing even the tiniest chinks in armor or holes between scales. They receive a bonus to cause Critical Hits.

Crossbow: Crossbows fire slower than bows, but pack a far greater punch. They also deal extra damage.

Rod: Magical wands that launch energy projectiles at their targets.

Thrown: A catch-all category for every type of hurled weaponry, including Axes, Daggers, Hammers, Darts and Magic Orbs. Thrown weapons are good for catching opponents off-guard and providing a chance to stun their target.

ARMOR & GEAR

The best armor and gear are highly sought after by adventurers, as they offer protection from the horrible creatures and hostile environments of the broken northlands.

ARMOR TYPES

Helm: Hats, hoods, or helmets

Gauntlets: Gloves, mittens, or gauntlets

Armor: Simple clothing, breastplates, or full-body armor

Boots: Sandals, shoes, or boots

GEAR TYPES

Necklace: Jewelry is often crafted to possess wondrous magical properties.

Ring: Magical rings are typically enchanted to boost their wearer's attributes.

Belt: Many belts have been reinforced to offer extra protection.

Bracers: Bracers often enhance their wearer's capabilities in combat.

Cloak: Magical cloaks range greatly in power, often enhancing multiple attributes at once.

Trinkets: An assortment of exotic trinkets can be found across Aranna. Their precise effects vary greatly and are hard to predict.

MAGIC ITEMS

Countless magical items and ancient relics can be found throughout the Broken Lands by those with enough courage – or foolishness – to go look for them.

MAGICAL MODIFIERS

Item modifiers are randomly generated from a combination of Prefixes and Suffixes. Each particular modifier confers unique benefits to an item. Make sure to identify your favorites and search for them whenever you loot monsters or visit vendors!

ITEM COLORS

The color of an item's name corresponds to its overall quality level and is a good indicator of its power and monetary value.

- **White:** Normal - No magical modifiers at all
- **Green:** Good - One magical modifier, either a Prefix or a Suffix
- **Blue:** Great - Two magical modifiers, both a Prefix and a Suffix
- **Purple:** Rare - Very powerful, but never has magical modifiers
- **Amber:** Epic - Legendary artifacts of vast power, but never has magical modifiers

ITEM REQUIREMENTS

Powerful items often have minimum requirements that must be met before a character can use or equip them. When your character does not meet an item's requirements the item's background shows up as red. Highlight the item and look for red text in the right pane in order to find out what requirement is preventing your character from using the item.

DIFFICULTY MODES

Dungeon Siege®: Throne of Agony™ can be played in two different Difficulty Modes – Normal and Elite. Elite mode is much more challenging than Normal mode – monsters are harder to defeat; it takes more experience to advance in level; and items cost a lot more than they did at lower levels. However, the rewards are also much higher. In fact, entirely new sets of rare items and powerful artifacts can be found in Elite Mode that are impossible to obtain on Normal Difficulty.

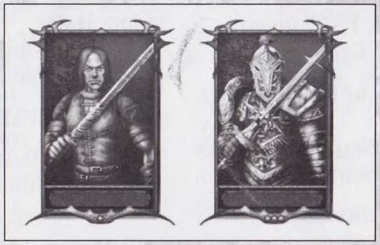
Also, each quest has Normal and Elite versions with unique rewards, based on the Difficulty Mode. Be sure to complete all of the quests on both Difficulty Modes to obtain all of the powerful rewards!

NORMAL

Normal Difficulty Mode represents the standard gameplay experience. It is the default option for a character's first play-through of the game.

ELITE

Elite Mode becomes unlocked after a character defeats the game on Normal Mode for the first time. To access it, choose, "New Game" and then, "Select Existing Character" to choose your victorious, high-level character from your previous play-through. You will then be presented with a Choose Difficulty option that allows you to pick between Normal and Elite Modes.



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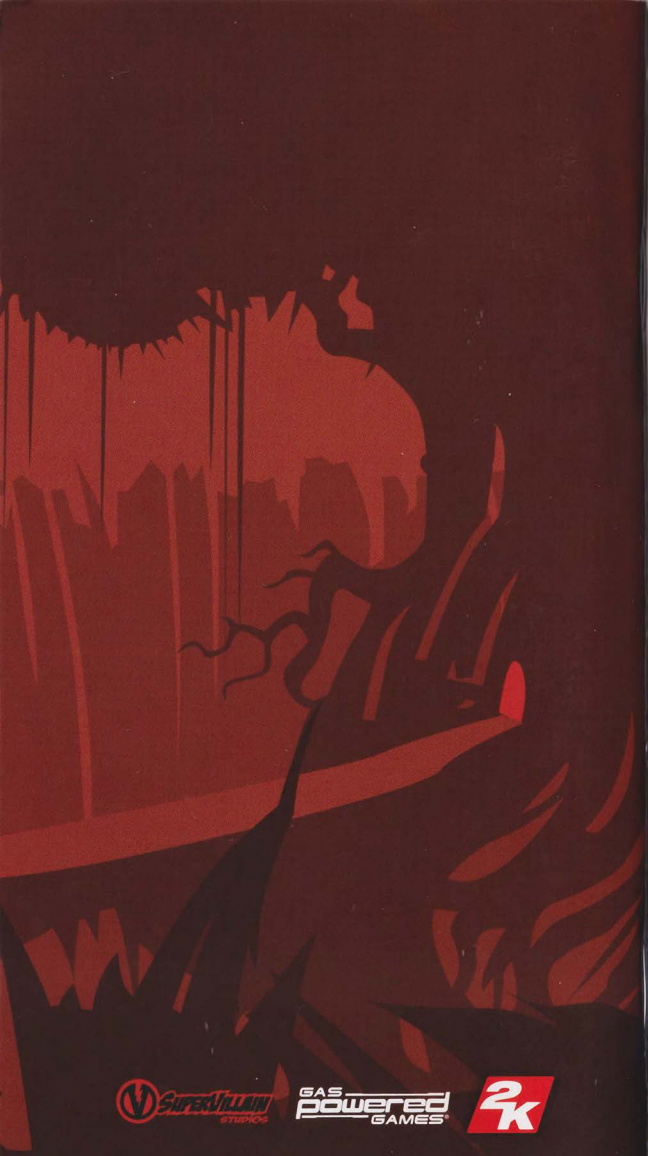

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